

forward peg to the hole immediately behind peg 85 which becomes the forward peg for the next play.

Because operation of the present invention should be readily apparent to one of ordinary skill in the art in light of the present specification, a detailed explanation of the use for various games will be omitted for the sake of brevity. It is to be understood that the invention has been described with reference to a specific embodiment which provides the features and advantages previously described, and that such specific embodiment is susceptible to modification and will be apparent to those skilled in the art. Accordingly, the foregoing description is not to be construed in a limiting sense.

CLAIM OR CLAIMS

We claim:

1. A card game scoreboard comprising: A body portion defining a substantially planar playing surface with three tabulation areas and an informational area comprising:
 - a) Of X number of side by side concentric tracks of peg receiving holes for tabulating the points earned by individual players or teams by moving pegs clockwise around the track.
 - b) Of N number of peg receiving holes per circular track separated into groups of five to facilitate counting.
 - c) Of X number of side by side arced tracks of six peg receiving holes to indicate the number of laps gained or lost which when used in conjunction with the scoring tracks can accumulate higher scores.
 - d) Of X number of side by side arced tracks of six peg-receiving holes to indicate the number of games won can accommodate scoring for sets of games.
2. The game scoreboard of claim 1, further comprising a base portion constructed of opaque material such as wood.
3. The game scoreboard of claim 1, further comprising informational scoreboard indicia disposed upon the uppermost surface of the body portion comprising of:

- a) unique color designations for each of the circular scoring tracks displayed every five holes,
 - b) corresponding color designations at the bottom of the respective lap and game tracks,
 - c) labels and symbols to clarify and facilitate board use
 - d) suit symbols for Spades, Hearts, Diamonds and Clubs, and
 - e) Game name or names.
4. The game scoreboard of claim 1, further comprising 2 pegs for each player or team in the color that corresponds to the color of the circular scoring track they will use. The two pegs allow accumulation of points by leapfrogging one peg over the other thus providing an audit trail of the last score.
 5. The game scoreboard of claim 1, further comprising 1 peg for each player or team in the color that corresponds to the color of their circular scoring track to indicate the number of laps gained.
 6. The game scoreboard of claim 1, further comprising 1 peg for each player or team in the color that corresponds to the color of their circular scoring track to indicate the number of games won.
 7. The game scoreboard of claim 1, further comprising 1 peg of a unique color to provide a visual image of how many points the bidder must earn to "make their bid" by placing the bid pin ahead of the bidders score pin by the number of points bid.
 8. The game scoreboard of claim 1, further comprising 1 peg to indicate the trump suit by placing it in the receiving hole within the symbol of the suit selected as thump thus minimizing player embarrassment of not remembering what thump was and reducing the number of playing mistakes.
 9. The game scoreboard of claim 1, further comprising 1 hole in the center of the board to facilitate manufacture by providing a point from which to measure and line up the board for drilling concentric holes.